Evan M. Peck

Contact Information

Associate Professor
Computer Science
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About

I am an Associate Professor of Computer Science at Bucknell University. My research is in Human-Computer Interaction and Information Visualization, and looks to empower more diverse people and communities through data. More broadly, I work on integrating social responsibility into computing curriculum, creating structures to empower undergraduate research, and advocating for faculty at undergraduate institutions. I believe in *student-centered everything*.

Education

Tufts University, Medford, MA

M.S./Ph.D., Computer Science **2008 to 2014**

- Area of Study: Human-Computer Interaction under Robert J.K. Jacob
- Thesis: *Brain-Computer Interfaces for Intelligent Information Delivery Systems*

Gordon College, Wenham, MA

B.S., Computer Science **2004 to 2008**

Employment

Bucknell University, Lewisburg, PA

Associate Professor, Computer Science **2020 to Current**

Assistant Professor, Computer Science **2014 to 2020**

Massachusetts Institute of Technology (MIT), Cambridge, MA

Visiting Scientist, MIT CSAIL **Fall 2021 to Fall 2022**

- Visiting with MIT Visualization Group and Arvind Satyanarayan

Adobe Systems, San Francisco, CA

Research Intern, Creative Technologies Lab **Summer 2013 to Spring 2014**

- Advisors: Mira Dontcheva, Aaron Hertzmann, Zhicheng Liu
- Topic: *Exploring Novel Information Visualization Tools for Clickstream Data*

Chapters and Journal Articles

[1] Burns, A., Lee, C., On, T., Xiong, C., **Peck, E.M.**, Mahyar, N. From Invisible to Visible: Impacts of Metadata in Communicative Data Visualization. *To appear: IEEE Transactions on Visualization and Computer Graphics*, 2023.

[2] Howley, I., Mir, D., **Peck, E.M.**. Integrating AI Ethics Across the Computing Curriculum. *The Ethics in Artificial Intelligence in Education: Practices, Challenges, and Debates.* Routledge, 255-270. 2022.

[3] Feng, M., **Peck, E.M.**, Harrison, L. Patterns and Pace: Quantifying Diverse Exploration Behavior with Visualizations on the Web*IEEE Transactions of Visualization and Computer Graphics (Proc. of InfoVis 2018)*
Acceptance Rate: 25%

[4] Feng, M., Deng, C., **Peck, E.M.**, Harrison, L. HindSight: Encouraging Exploration through Direct Encoding of Personal Interaction History *IEEE Transactions of Visualization and Computer Graphics (Proc. of InfoVis 2016)*, Vol. 23, Issue 1, pp.351-360, Jan. 2017.
Acceptance Rate: 23%

[5] Ottley, A., **Peck, E.M.**, Harrison, L., Afergan, D., Ziemkiewicz, C., Taylor, H.A., Han, P.K.J, Chang, R. Improving Bayesian Reasoning: The Effects of Phrasing, Visualization, and Spatial Ability. *IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis 2015)*, Vol. 22, Issue 1, pp.529-538, Jan 2016.
Acceptance Rate: 22%

[6] **Peck, E.M.**, Carlin, E., Jacob, R.J.K. Designing Brain-Computer Interfaces for Attention-Aware Systems. *IEEE Computer*, vol. 48, no. 10, pp. 34-42, 2015.

[7] Solovey, E.T., Afergan, D., **Peck, E.M.**, Hincks, S., and Jacob, R.J.K. Designing Implicit Interfaces for Physiological Computing: Guidelines and Lessons Learned with fNIRS. *ACM TOCHI*, 2015.

[8] **Peck, E.M.**, Afergan, D., Yuksel, B.F., Lalooses, F., Jacob, R.J.K. Using fNIRS to Measure Mental Workload in the Real World. *Advances in Physiological Computing*, ed. by S.H. Fairclough and K. Gilleade, Springer 2014.

[9] **Peck, E.M.**, Solovey, E.T., Girouard, A., Hirshfield, L., Chauncey, K., Sassaroli, A., Fantini, S., and Jacob, R.J.K. Your Brain, Your Computer, and You. *IEEE Computer*, vol.43, no. 12, pp.86-89, Dec. 2010.

[10] Girouard, A., Solovey, E.T., Hirshfield, L., **Peck, E.M.**, Chuancey, K., Sassaroli, A., Fantini, S., and Jacob, R.J.K. From Brain Signals to Adaptive Interfaces: Using fNIRS in HCI. In *(B+H)CI: The Human in Brain-Computer Interfaces and the Brain in Human-Computer Interaction*, ed. A. Nijholt and Desney Tan, Springer 2010.

Refereed Conference Proceedings

[11] Burns, A., Lee, C., Chawla, R., **Peck, E.M.**, Mahyar, N. Who Do We Mean When We Talk About Visualization Novices? *ACM CHI 2023*, 2023.
Best Paper Award (Top 1 Percent)
Acceptance Rate: 28.39%

[12] **Peck, E.M.**, Ayuso, S., El-Etr, O. Data is Personal: Attitudes and Perceptions of Data Visualization in Rural Pennsylvania. *ACM CHI 2019*, 2019.
Best Paper Award (Top 1 Percent)
Acceptance Rate: 23.8%

[13] Ottley, A., Kaszowska, A., Crouser, R.J., **Peck, E.M.**. The Curious Case of Combining Text and Visualization. *Computer Graphics Forum (Proc. EuroVis 2019)* , 2019.
Acceptance Rate: 43.1%

[14] Feng, M., Deng, C., **Peck, E.M.**, Harrison, L. Giving Users Foresight: The Effects of Adding Search Functionality to Interactive Visualizations on the Web. *ACM CHI 2018*, 2018.
Acceptance Rate: 25%

[15] Bullek, B., Garboski, S., Mir, D.J., **Peck, E.M.**. Towards Understanding Differential Privacy: When Do People Trust Randomized Response Technique?. *ACM CHI 2017*, 2017.
Acceptance Rate (Notes): 14.6%

[16] Yuksel, B.F., Oleson, K., Harrison, L., **Peck, E.M.**, Afergan, D., Chang, R., Jacob, R.J.K. Learn Piano with BACh: An Adaptive Learning Interface that Adjusts Task Difficulty based on Brain State. *ACM CHI 2016*, 2016.
Best Paper Award (Top 1 Percent)
Acceptance Rate: 22%

[17] **Peck, E.M.**, Easse, E., Marshall, N., Stratton, N., Perrone, L.F. FlyLoop: A Micro Framework for Rapid Development of Physiological Computing Systems. *ACM EICS 2015*, 2015.
Short Paper Acceptance Rate: 35%

[18] Yuksel, B.F., Aferga, D., **Peck, E.M.**, Griffin, G., Harrison, L., Chen, N., Chang, R., Jacob, R.J.K. BRAAHMS: A Novel Adaptive Musical Interface Based on Users' Cognitive State. *NIME 2015*, 2015.
Acceptance Rate: 28%

[19] Afergan, D., **Peck, E.M.**, Solovey, E., Jenkins, A.J., Hincks, S., Chang, R., Jacob, R.J.K. Dynamic Difficulty Using Brain Metrics of Workload. *ACM CHI 2014*, 2014.
Honorable Mention Award (top 5 percent)

[20] Afergan, D., Shibata, T., Hincks, S., **Peck, E.M.**, Yuksel, B.F., Chang, R., Jacob, R.J.K. Brain-Based Target Expansion. *ACM UIST 2014*, 2014.

[21] **Peck, E.M.**, Afergan, D., and Jacob, R.J.K. Investigation of fNIRS Brain Sensing as Input to Information Filtering Systems. *Augmented Human 2013*, 2013.

[22] **Peck, E.M.**, Yuksel, B.F., Ottley, A., Jacob, R.J.K, and Chang, R. Using fNIRS Brain Sensing to Evaluate Information Visualization Interfaces. *ACM CHI 2013*, 2013.

[23] **Peck, E.M.**, Yuksel, B.F., Harrison, L., Ottley, A., and Chang, R. Towards a 3-Dimensional Model of Individual Cognitive Differences. *BELIV 2012: Beyond Time and Errors: Novel Evaluation Methods for Visualization*, 2012.

[24] Cusack, C., **Peck, E.M.**, and Riolo, M. Volunteer Computing Games: Merging Online Casual Gaming with Volunteer Computing. *Meaningful Play 2008*, 2008.

[25] **Peck, E.M.**, Riolo, M., and Cusack, C. Wildfire Wally: A Volunteer Computing Game. *Future Play 2007*, 2007.

Refereed Workshops / Special Sessions

[26] **Peck, E.M.** 1-Hour Collaborative Learning Activity for Responsible Human-AI Design *EngageCSEdu (Presented in special session at SIGCSE 2022)*, 2022.

[27] Battle, L., Borkin, M., Correll, M., Harrison, L., and **Peck, E.M.**. Visualization for Social Good. *Workshop at IEEE VIS 2021*, 2021. https://vis4good.github.io/

[28] Parlante, N., Zelenski, J., DeNero, J., Allsman, C., Perumpail, T., Arya, R., Gupta, K., Cang, C., Bitutsky, P., Moughan, R., Malan, D.J., Yu, B., **Peck, E.M.**, Albing, C., Wayne, K. Nifty Assignments. *Special Session at ACM SIGCSE 2020*, 2020.

[29] Battle, L., Borkin, M., Correll, M., Harrison, L., and **Peck, E.M.**. Visualization for Social Good. *Panel at IEEE VIS 2020*, 2020.

[30] Doore, S.A., Fiesler, C., Kirkpatrick, M.S., **Peck, E.M.**, and Sahami, M. Assignments that Blend Ethics and Technology. *Special Session at ACM SIGCSE 2020*, 2020.

[31] Battle, L., Borkin, M., Correll, M., Harrison, L., and **Peck, E.M.**. Visualization for Social Good. *Tutorial at IEEE VIS 2019*, 2019.

[32] Davis, J., Howley, I., Mir, D., **Peck, E.M.**, and Tatar, D. Make and Take an Ethics Module: Ethics Across the CS Curriculum. *Workshop in ACM SIGCSE 2019*, 2019.

[33] Dinkins, D., Hayes, G., Mir, D., **Peck, E.M.**, Rogers, D., and Silva, J. Using Participatory Approaches to Uncover Privacy Norms with Marginalized Communities. *ACM CSCW 2018 Workshop on Networked Privacy*, 2018.

[34] **Peck, E.M.** and Harrison, L. Empowering Sensemaking in the Web's Emerging Visualization Ecosystem. *ACM CHI 2018 Workshop on Sensemaking in a Senseless World*, 2018.

[35] **Peck, E.M.**, Smith, M.E., and Stewart, M. HCI for PUI: Human-Computer Interaction for Primarily-Undergraduate Institutions. *ACM CHI 2018 Workshop on Developing a Community of Practice to Support Global HCI Education*, 2018.

[36] Rahman, R., Fizzano, P., **Peck, E.M.**, Ahmed, S., and Thompson, S. How to Build a Student-Centered Research Culture for the Benefit of Undergraduate Students. *ACM SIGCSE 2018, Birds-of-a-Feather (BOF)*, 2018.

[37] Crouser, R.J., Harrison, L., Afergan, D., **Peck, E.M.**. Beyond Detection: Investing in Practical and Theoretical Applications of Emotion and Visualization. *IUI 2016 Workshop on Emotion and Visualization*, 2016.

[38] Afergan, D., **Peck, E.M.**, Chang, R., Jacob, R.J.K. Using Passive Input to Adapt Visualization Systems to the Individual. *CHI 2013 Workshop, Many People, Many Eyes: Aggregating Influences of Visual Perception on User Interface Design*, 2013.

[39] Ottley, A., **Peck, E.M.**, Harrison, L., Chang, R. The Adaptive User: Priming to Improve Interaction. *CHI 2013 Workshop, Many People, Many Eyes: Aggregating Influences of Visual Perception on User Interface Design*, 2013.

[40] **Peck, E.M.**, Lalooses, F., and Chauncey, K. Framing Meaningful Adaptation in a Social Context. *ACM CHI 2011 Workshop, Brain and Body Interfaces: Designing for Meaningful Interaction*, 2011.

[41] Chauncey, K. and **Peck, E.M.** Access and Analysis: The Ethics of Brain-Computer Interfaces. *ACM CHI 2011, Workshop on Brain and Body Interfaces: Designing for Meaningful Interaction*, 2011.

Refereed Posters / Late-Breaking Work

[42] Feng, M., Deng, C., **Peck, E.M.**, Harrison, L. The Impact of Text-Based Search in Interactive Data Visualizations on the Web. *IEEE VIS 2017 Posters.*

[43] Sechler, J., Harrison, L., **Peck, E.M.**. SightLine: Building on the Web's Visualization Ecosystem. *ACM CHI 2017 Late-Breaking Work*
Acceptance Rate: 38%

[44] Lee, E.Y., Yuksel, B.F., Afergan, D., Hincks, S., Shibata, T., Solovey, E., Jenkins, A.J., Oleson, K., Harrison, L., **Peck, E.M.**, Chang, R., Jacob, R.J.K. Using Brain States to Enhance User Experience. *SICASE: Seoul International Conference on Applied Science and Engineering*, 2016.

[45] Yuksel, B.F., **Peck, E.M.**, Afergan, D., Hincks, S., Shibata, T., Kainerstorfer, J.M., Tgavalekos, K., Sassaroli, A., Fantini, S., and Jacob, R.J.K. Functional Near-Infrared Spectroscopy for Adaptive Human-Computer Interfaces. *SPIE Photonics West 2015*, 2015.

[46] Shibata, T., **Peck, E.M.**, Afergan, D., Hincks, S., Yuksel, B.F., Jacob, R.J.K. Building Implicit Interfaces for Wearable Computers with Physiological Inputs: Zero Shutter Camera and Phylter. *ACM UIST 2014*, 2014.

[47] **Peck, E.M.**, Solovey, E.T., Su, S., Jacob, R.J.K., and Chang, R. Near to the Brain: Functional Near-Infrared Spectroscopy as a Lightweight Brain Imaging Technique for Visualization. Presented at *IEEE InfoVis 2011*, 2011. **Best Poster Award**

[48] Sassaroli, A., Zheng, F., Girouard, A., Solovey, E.T., Chauncey, K., Hirshfield, L., **Peck, E.M.**, Jacob, R.J.K., and Fantini, S. Application of Correlation Analysis Tools for the Classification of Mental Workloads in Functional Near-Infrared Spectroscopy in *Digital Holograph and Three-Dimensional Imaging*, OSA Technical Digest. Optical Society of America, 2010.

[49] Cusack, C., Foster, A., Largent, J., Browder, K, and **Peck, E.M.** Pebble It! Game demonstration at *Meaningful Play 2008*, 2008.

Invited Articles

[50] Shaer, O. and **Peck, E.M.**. Teaching Pervasive Computing in Liberal Arts Colleges. *IEEE Pervasive Computing*. Volume 17, Issue 3. Jul-Sep 2018.

[51] **Peck, E.M.** and Solovey, E.T. Neuroscience and Computing. *ACM XRDS*. Volume 18, No. 1. Fall 2011.

[52] **Peck, E.M.** and Solovey, E.T. The Sensorium. *ACM XRDS*. Volume 18, No. 1. Fall 2011.

[53] **Peck, E.M.**, Chauncy, K., Girouard, A., Gulotta, R., Lalooses, F., Solovey, E.T., Weaver, D., and Jacob, R.J.K. From Brains to Bytes. *ACM XRDS*. Volume 16, No. 4, Summer 2010.

Other

[54] Bullek, B., Garboski, G., Mir, D.J., **Peck, E.M.**. The Comfort Quandary: Do People Really Trust Algorithms that Preserve their Privacy? *Susquehanna Valley Undergraduate Research Symposium (SVUR)*. 2016, **Most Outstanding Abstract in Engineering and Natural Sciences**

[55] Pu, X., Radsliff, E., **Peck, E.M.**. Improving Decision-Making via Wearable Biosensors. *Susquehanna Valley Undergraduate Research Symposium (SVUR)*. 2015, **Most Outstanding Abstract in Engineering and Natural Sciences**

[56] Yuksel, B.F., Aferga, D., **Peck, E.M.**, Griffin, G., Harrison, L., Chen, N., Chang, R., Jacob, R.J.K. Implicit Brain-Computer Interaction Applied to a Novel Adaptive Musical Interface. *Tech Report: Tufts University, Dept. of Computer Science*. 2015.

[57] Afergan, D., Solovey, E.T., **Peck, E.M.**, Jenkins, A.J., Chang, R., Jacob, R.J.K. Dynamic Difficulty using Brain Metrics of Workload for UAV Operators. *2013 Student Conference, Human Factors and Ergonomics Society, New England Chapter*. 2013.

[58] **Peck, E.M.** and Giberson, K. Faith in the Halls of Science: A Conversation with Ian Hutchinson. *Perspectives on Science and Christian Faith: The Journal of the American Scientific Affiliation*, September 2008.

Awards and Recognitions

- Best Paper Award, ACM CHI 2023
- Best Paper Award, ACM CHI 2019
- Best Paper Award, ACM CHI 2016
- Best Paper Honorable Mention Award, ACM CHI, 2014
- Invited guest editor of ACM XRDS special issue on Neuroscience and BCI
- Best Poster Award, IEEE Information Visualization, 2011.
- Dean's Fellowship, Tufts University, 2008.

TEACHING **Bucknell University**, Lewisburg, PA **September 2014 to Present**

Instructor

Enrollment in parentheses - multiple enrollments suggest multiple lecture sections. Prior to FA2019, Bucknell used a numeric evaluation system to measure *Performance of Instructor*. These are for FA2014 - SP2019

- CSCI 187: Computing, Creativity, and the Social Good
  - SP19 (17),
  - SP18: 4.8/5 (20)
- CSCI 201: Computer Science Seminar **[Created FA19]**
  - FA20 (38), FA19 (29)
- CSCI 203: Introduction to Computer Science I **[Redesigned FA19]**
  - SP21 (25), FA20 (29, 22), SP20 (28), FA19 (18, 21), FA18 (28)
  - SP18 4.8/5 (24), FA16 5/5 (27), FA16 4.7/5 (27), SP16 4.9/5 (24), SP15: 4.7/5 (26), FA14 4.5/5 (31)
- CSCI 203 Lab: Lab for Intro to Computer Science I
  - SP20 (17, 20), FA19 (22, 25), SP18 (18), FA16 (20, 19), SP16 (21), FA14 (17)
- CSCI 204: Data Structures and Algorithms
  - SP 21 (27)
  - FA15: 4.8/5 (27), SP15: 4.9/5 (25), FA14: 4.9/5 (19)
- CSCI 204 Lab: Lab for Data Structures
  - SP21 (23), SP19 (24), FA15 (12), FA14 (8)
- CSCI 205: Software Engineering and Design
  - FA15: 4.4/5 (15)
- CSCI 358: Human-Computer Interaction **[Created SP16]**
  - FA22 (28), FA20 (24), SP19 (24)
  - FA17: 4.7/5 (28), SP16: 4.6/5 (24)
- CSCI 479: Computer Science Senior Design
  - FA22 (13, 9), FA18 (18)
  - FA17: 4.9/5 (23)

Student Mentorship and Research

- Large-scale analysis of the accessibility and performance of covid-19 web visualizations. Reva Sharma (‘25) **PUR Award**. Jaehoon Pyon (‘23) **Costa Grant**. Summer 2022. Katrina Wilson (‘25) **Presidential Fellow**. Spring 2021-present.
- Investigating risk assessments based on statewide vaccination charts. Taylor Birch (‘23) and Khanh Pham (‘22). **Clare Boothe Luce Scholars**. Summer 2021.
- Audio/Visual Interaction to Music Composition. Hamza Shittu (‘22). Fall 2020.
- Allergy Chef Hero: Design Research for Children with Severe Allergies. Jean Leong (‘20). Spring 2020.
- Machine Learning for Artists and Musicians. Sami Wurm (‘22). Spring 2020.
- Webel: Web development for Accessibility. Gia Hayes (‘20). Spring 2020.
- Quantifying the Impact of Lighting on Webcam Eye-Tracking. Zilin Ma (‘19). Fall 2018.
- SightSite: Data Visualization Discovery Engine. Lintao Ma (‘20) and Julia Medici (‘20) **Emerging Scholars Award**. Summer 2018.
- Visualization Collection Platform. Nicholas Simons (‘18). Summer 2017
- Incorporating Ethical Design into Introductory Computer Science Courses. Gabbi Laborwit (‘20). Summer 2017.

- Enabling Large-Scale Experimentation Using Webcams for Eye-Tracking. Khai Nguyen ('18). **PUR Award**, Khoi Le ('18) **BGRI Grant** Summer 2017.
- Vis For All: Accounting for Socioeconomics and Education in Data Visualization Design. Omar El-Etr ('19). **PUR Award**, Summer 2017.
- Vizalexic: Data Visualization Guidelines for Dyslexia. Cristal Hermosillo ('17). Independent Study, Spring 2017.
- Human-Centered Data Privacy. Brooke Bullek ('18) and Stephanie Garboski ('18) **CREU Award**. Co-advised by Darakhshan Mir. Summer 2016.
- Take a Five. Uttam Kumaran ('18). **Reed-Garman Engineering Entrepreneurship Award**. Summer 2016
- Building an Interactive Website for Learning Living Laboratory at Bucknell University. Khoi Le ('18). Summer 2016.
- Reducing Moments of Bias with Wearable Sensors. Michael DiDomenico ('18) **PUR Award**, Lucas Nicolois ('18). Summer 2016
- HindSight: Encoding Interaction Histories into Data Visualizations to Promote Engagement and Exploration. Jordan Sechler ('19) **PUR Award**, Summer 2016.
- Developing Social Mirrors as a Way to Encourage Positive Behavior in Anonymous Social Networks. Devon Wasson ('17). **Reed-Garman Award**, Summer 2015
- AniVis: Personalizing Animated Transitions in Information Visualization. Nadeem Nasimi ('17). **PUR Award**, Summer 2015
- Improving Computer-Mediated Decision-Making via Physiological Signals from Wearable Sensors. Xiaoying Pu ('17). **PUR Award**, Elliot Radsliff ('17). Summer 2015
- Physiological Sensors as Social Actors. George (Leonard) Orozco ('18). **STEM Scholar Recipient**, Summer 2015

Senior Design Mentorship

- As instructor, advised 5 senior design projects in FA 2018.
- As instructor, advised 6 senior design projects in Fall 2017.
- Visualization Similarity and Discovery Platform. Xiaoying Pu, Zhengri Fan, Jiayu Huang, Henry Kwan. Fall 2016 - Spring 2017.
- Platform for Mass Deployment and Analysis of Eye-Tracking Measures. Chris Shadek, Terence McHugh, John Simmons, Elias Strizower. Fall 2016 - Spring 2017.
- Data Visualization Discovery Project. Andrew Caple, Haley Derrod, Sune Swart, Seline Tan-Torres. Fall 2016
- FlyLoop: A Framework for User State Detection. Eleanor Easse, Nicholas Marshall, William Stratton. Fall 2014 - Spring 2015

Tufts University, Medford, MA **September 2008 to 2011**

Teaching Assistant

- COMP 10: Exploring Computer Science, COMP 11: Introduction to Computer Science, COMP 15: Data Structures, COMP 106: Object-Oriented Programming for GUIs, COMP 171: Human-Computer Interaction

University Service

- Bucknell University Committee On Instruction, 2021-present (**Co-Chair** 2022-present)
- Grand Challenge Scholars Steering Committee, 2022-present
- Bucknell University Arts Council, 2016-2021
- Digital Humanities Steering Committee, 2015-2021
- Bucknell University Committee on Library and Information Resources, 2016-2019
- Computer Science Department Search Committee, 2014, 2017, 2020

- Engineering Curriculum Committee (ECC), 2014-2015

Professional Service

Professional Organization

- *Computer Research Association (CRA) - Outstanding Undergraduate Researcher - Selection Committee*, 2020-present
- *SIGCHI Research Ethics Committee*, 2019-2021
- *SIGCHI Inclusion Team - Geographic Inclusion*, 2018-2019

Conference

- Paper Committee: *ACM TEI 2017*, *Affective Brain-Computer Interfaces (aBCI) 2015*, *Physiological Computing Systems (PhyCS) 2014-2017*, *Graphics Interface 2015*
- Student Volunteer Chair: *ACM TEI 2012*
- Works-in-Progress Paper Committee: *ACM CHI 2011-2012*
- Student Volunteer: *ACM CHI 2010-2012* and *IEEE VisWeek 2011*

Referee

- *ACM Transactions on Interactive Intelligent Systems (TiiS)*, *ACM International Conference on Intelligent User Interfaces (IUI)*, *ACM Transactions on Computer-Human Interaction (TOCHI)*, *ACM Conference on Designing Interactive Systems (DIS)*, *Multimedia Tools and Applications*, *IEEE Symposium on Robot and Human Interactive Communication (RO-MAN)*, *User Modeling and User-Adapted Interaction: Journal of Personalization Research*, *Physiological Computing Systems (PhyCS)*, *NeuroImage*, *ACM Conference on Human Factors in Computing Systems (CHI)*, *ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI)*, *IEEE Information Visualization Conference (InfoVis)*, *ACM Symposium on User Interface Software and Technology (UIST)*, *ACM Symposium on Engineering Interactive Computing Systems (EICS)*, *ACM International Conference on Multimodal Interaction (ICMI)*, *IEEE Pervasive Computing*, *IEEE Computer*, *Ergonomics*, *Nordic Conference on Human-Computer Interaction (NordiCHI)*, *Graphics Interface (GI)*

Selected Press

Broadening the Circle, Bucknell University, November 2021.
https://magazine.bucknell.edu/issue/fall-2021/broadening-the-circle/

Quoted in: Do No Harm Guide: Applying Equity Awareness in Data Visualization, Urban Institute, June 2021.
https://www.urban.org/research/publication/do-no-harm-guide-applying-equity-awareness

Three media innovations to watch during (and after) COVID-19. Poynter Institute. April 2020.
https://www.poynter.org/tech-tools/2020/three-media-innovations-to-watch-during-and-a

Bucknell Faculty Get Creative as Remote Learning Begins. Bucknell. March 2020.
https://www.bucknell.edu/news/bucknell-faculty-get-creative-remote-learning-begins

Podcast Interview: Data is Personal with Evan Peck. Data Stories. July 2019.
https://datastori.es/data-is-personal-with-evan-peck/

Quoted: Fixing Tech's Ethics Problem Starts in the Classroom. The Nation. February 2019.
https://www.thenation.com/article/teaching-technology-ethics-big-data-algorithms-arti

Featured as Judge in: The Responsible CS Challenge. Mozilla. October 2018.
https://foundation.mozilla.org/en/initiatives/responsible-cs/judges/

Summer Research Explored the Human Side of Computing. Bucknell, August 2018.
https://www.bucknell.edu/news-and-media/current-news/2018/august/summer-research-expl

Student Researchers Ask How Secure We Feel About Internet Security. Bucknell, June 2017.
http://www.bucknell.edu/news-and-media/current-news/2017/june/student-researchers-as

Student-designed Computer System Could Lead to Safer Surgery. Bucknell, March 2017.
http://bucknell.edu/news-and-media/2017/march/student-designed-computer-system-could

Listed in: Best of the Visualization Web... October 2016. Visualising Data, Dec 2016.
http://www.visualisingdata.com/2016/12/best-visualisation-web-october-2016/

Podcast reference: Highlights from IEEE VIS'16 with Jessica Hullman and Robert Kosara. Data Stories podcast on data visualization, Nov. 2016
http://datastori.es/86-highlights-from-ieee-vis16-with-jessica-hullman-and-robert-ko

Mind-reading tech helps beginners quickly learn to play Bach. New Scientist, Feb. 2016
https://www.newscientist.com/article/2076899-mind-reading-tech-helps-beginners-quick

This Brain-Reading Tool Can Teach You a New Skill in No Time. Fast Company, Feb. 2016
http://www.fastcompany.com/3056869/this-brain-reading-tool-can-teach-you-a-new-skill

Quoted: This Amazing New Software Reads Your Brain to Tune Out All Your Digital Distractions. Mic.com, Aug 2015
http://mic.com/articles/123512/phylter-software-reads-your-brain-tunes-out-digital-d

Quoted: Human cruise control app steers people on their way. New Scientist, Apr 2015
http://www.newscientist.com/article/dn27295-human-cruise-control-app-steers-people-o

Tufts Researchers Develop Mind-Reading Headband. WBUR, May 2014.
http://radioboston.wbur.org/2014/05/16/tufts-headband-mind

The headband that measures boredom. BBC News, May 2014.
http://www.bbc.com/news/world-us-canada-27578867

A Load Off Your Mind. TuftsNow, Feb. 2014.
http://now.tufts.edu/articles/load-your-mind

Wearable Computing research with +Google Glass, September 2013.
https://plus.google.com/117790530324740296539/posts/Y6hqwiFzppk

Optimiser sa Change Mentale. Le Monde De L'Intelligence, April 2013.
http://www.cs.tufts.edu/ jacob/papers/lemonde.peck.pdf

Brain-Scanning Headset Can Read Your Mind. Design News, April 2013.
http://www.designnews.com/author.asp?section$_id = 1386$
$dfpLayout = blogdoc_id = 262434$

Brain Scanner Customizes Web Surfing for You. Discovery News, March 2013.
http://news.discovery.com/tech/gear-and-gadgets/
brain-scanner-filters-unwanted-websites-130301.htm

Headset as Thought-Filter. News.at, Feb. 2013.
http://www.news.at/a/zukunftstechnologien-headset-gedanken-filter

Brain-Scanning Headset Monitors Your Mental Workload. New Scientist, Feb. 2013.
http://www.newscientist.com/article/mg21729056.500-brainscanning-headset-
monitors-your-mental-workload.html

Featured in ACM Tech News. Feb. 2013
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